

Setp 1

GO

FIG. 1

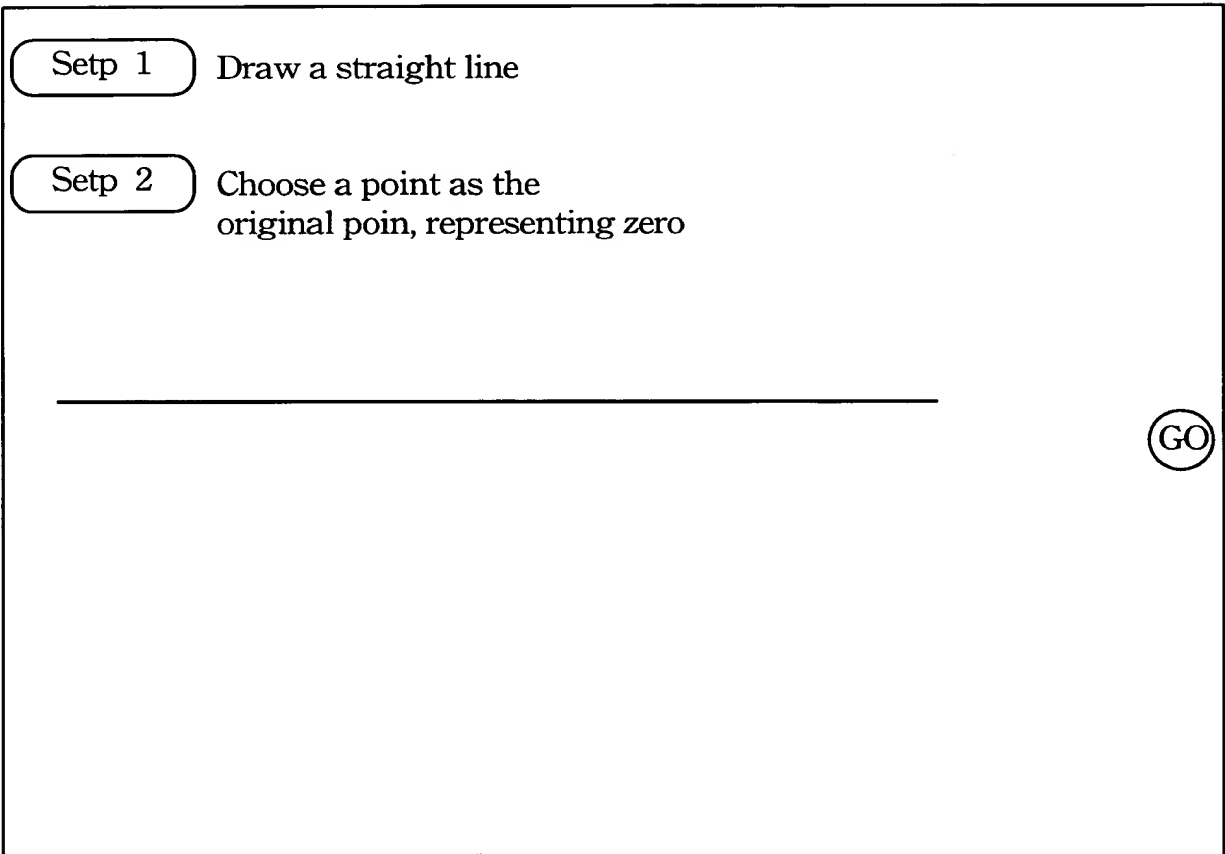


FIG. 2

Setp 1

Draw a straight line

Setp 2

Choose a point as
the original point, representing zero

Setp 3

Choose any point of the line
(usually to the right of the original point portion) , draw an arrow
to indicate a positive direction

GO

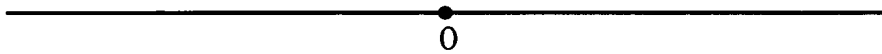


FIG. 3

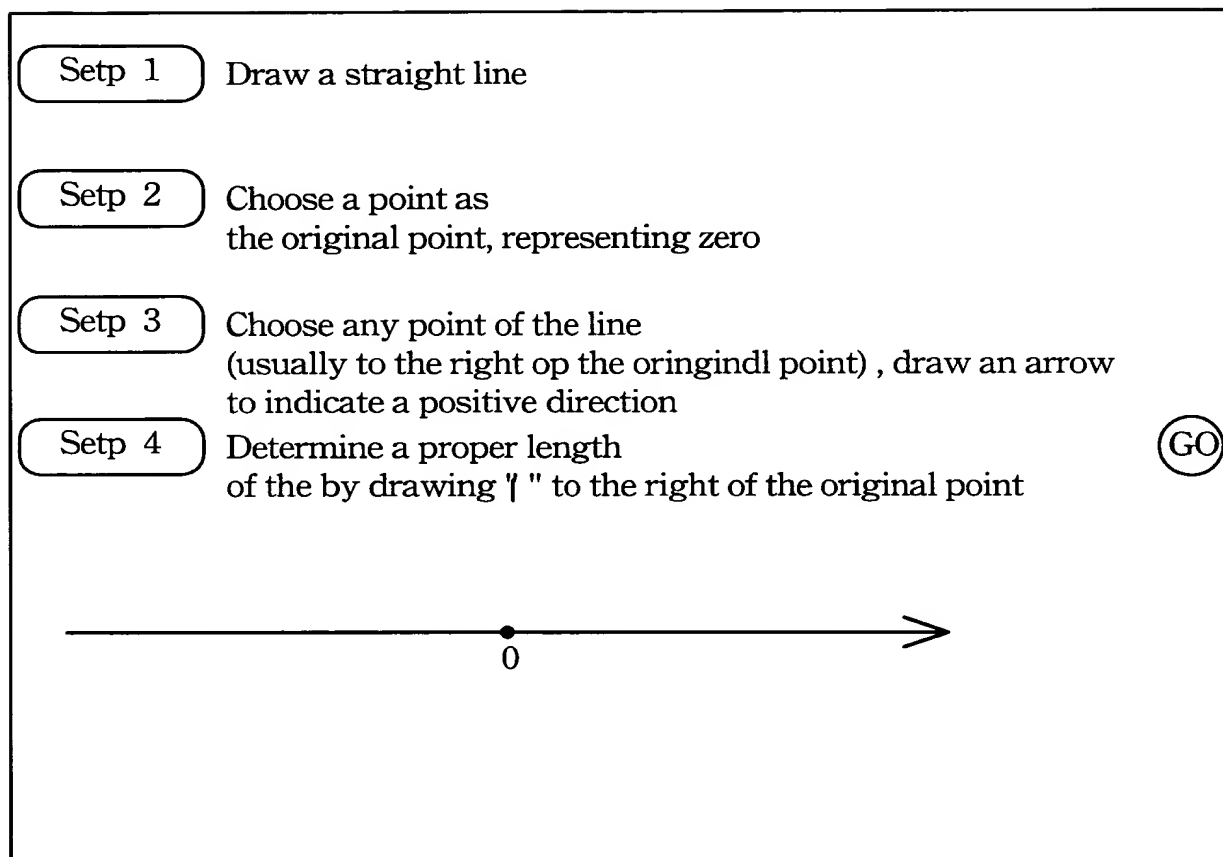


FIG. 4

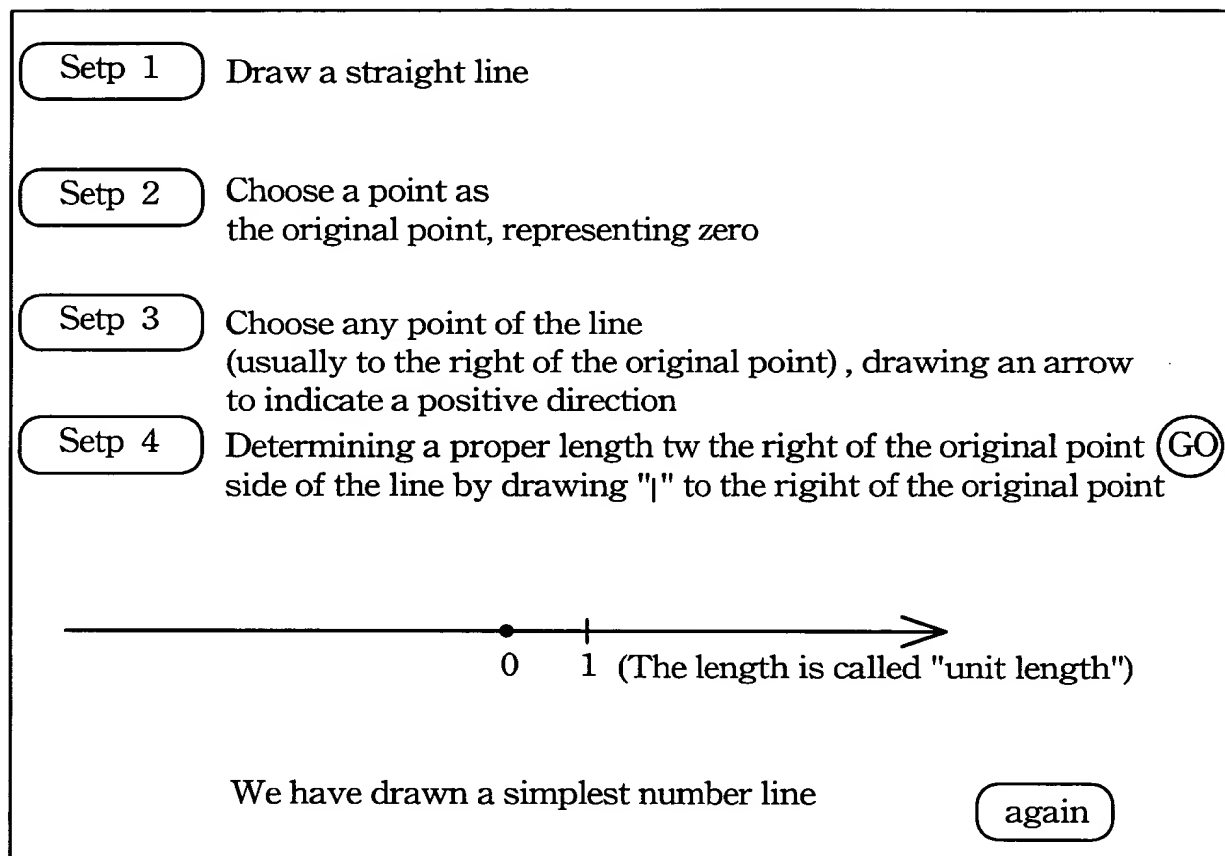


FIG. 5

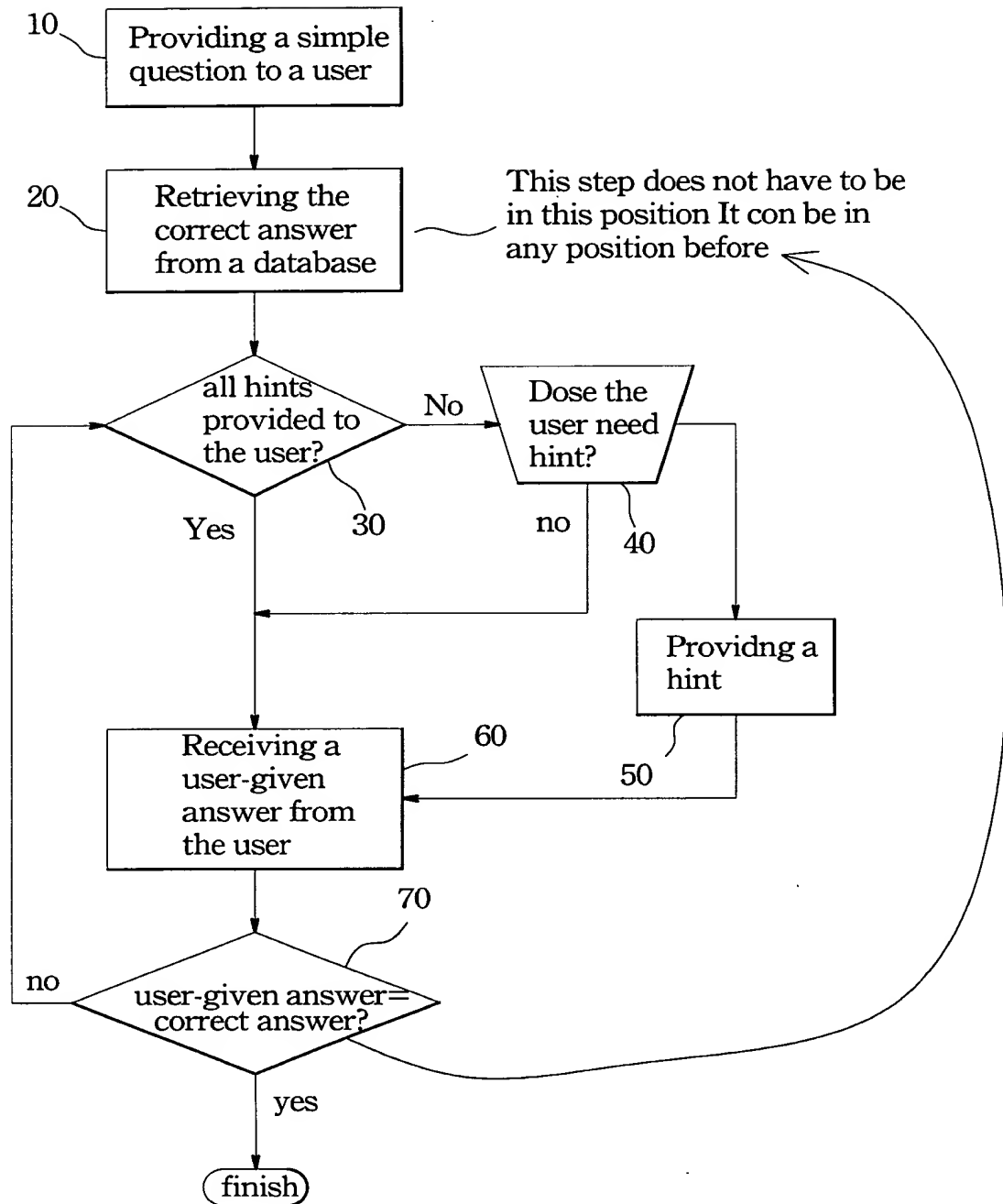


FIG. 6

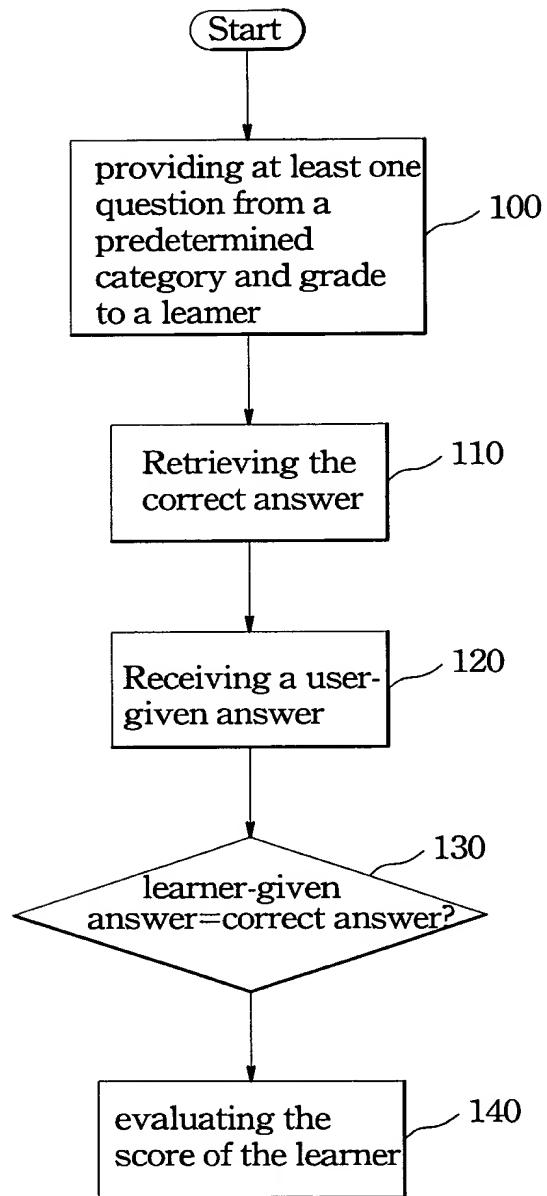


FIG. 7

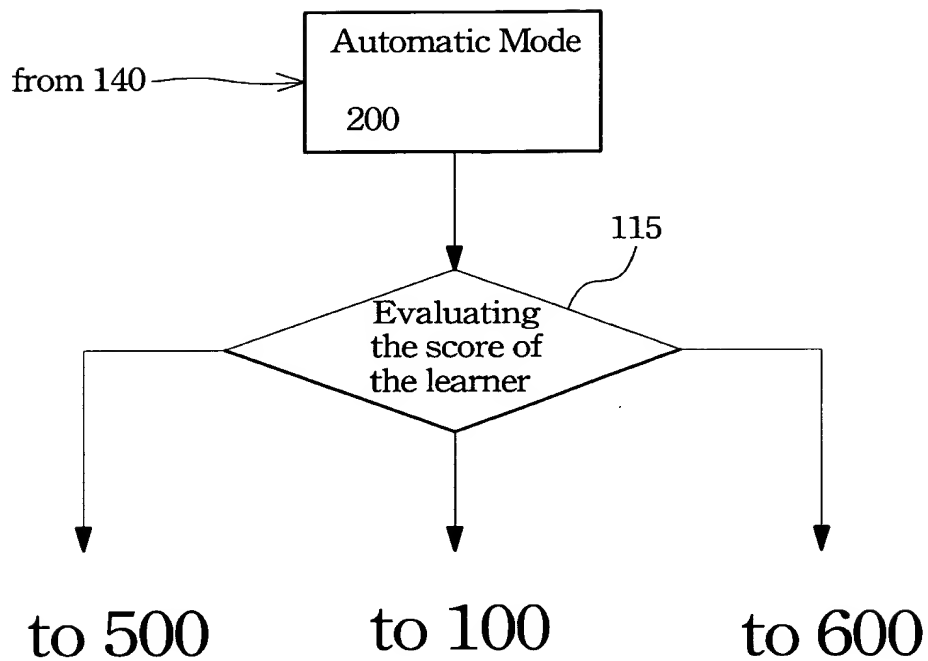


FIG. 8

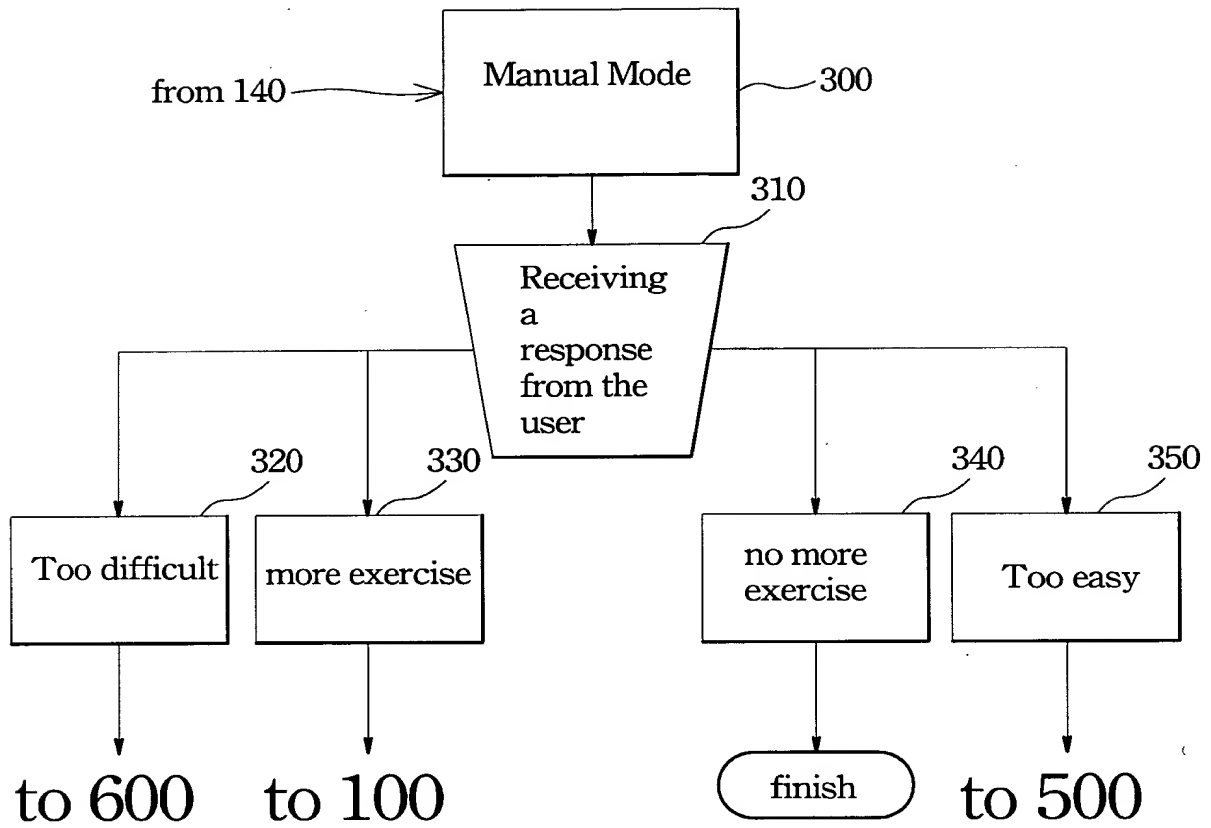


FIG. 9

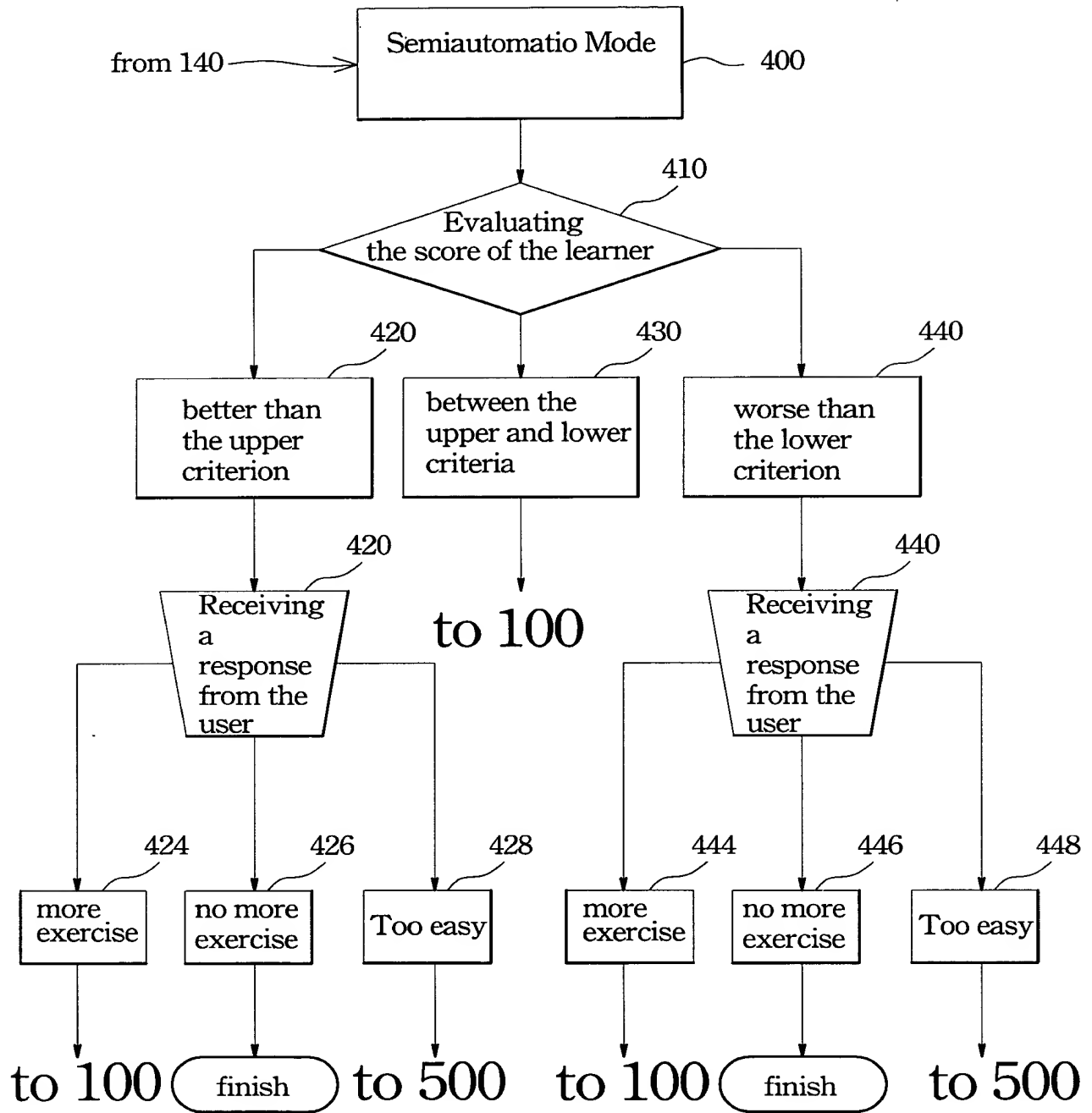


FIG. 10

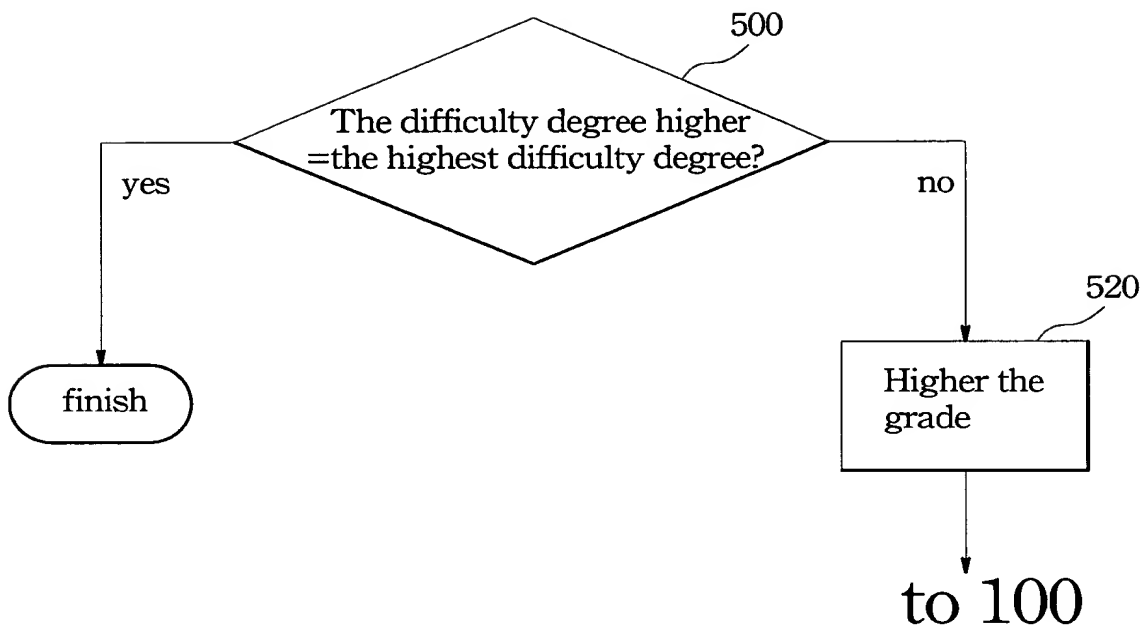


FIG. 11

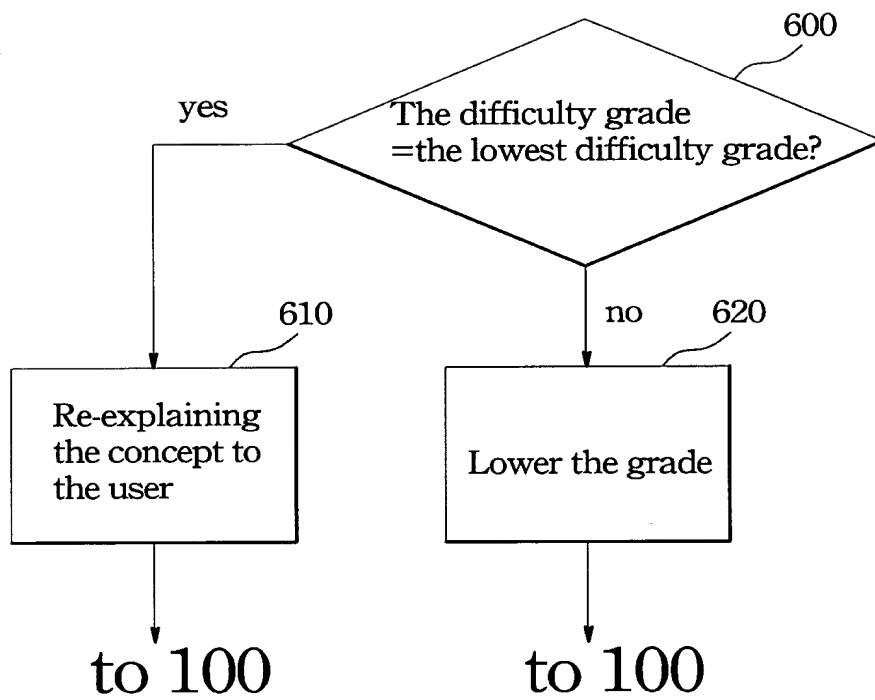


FIG. 12

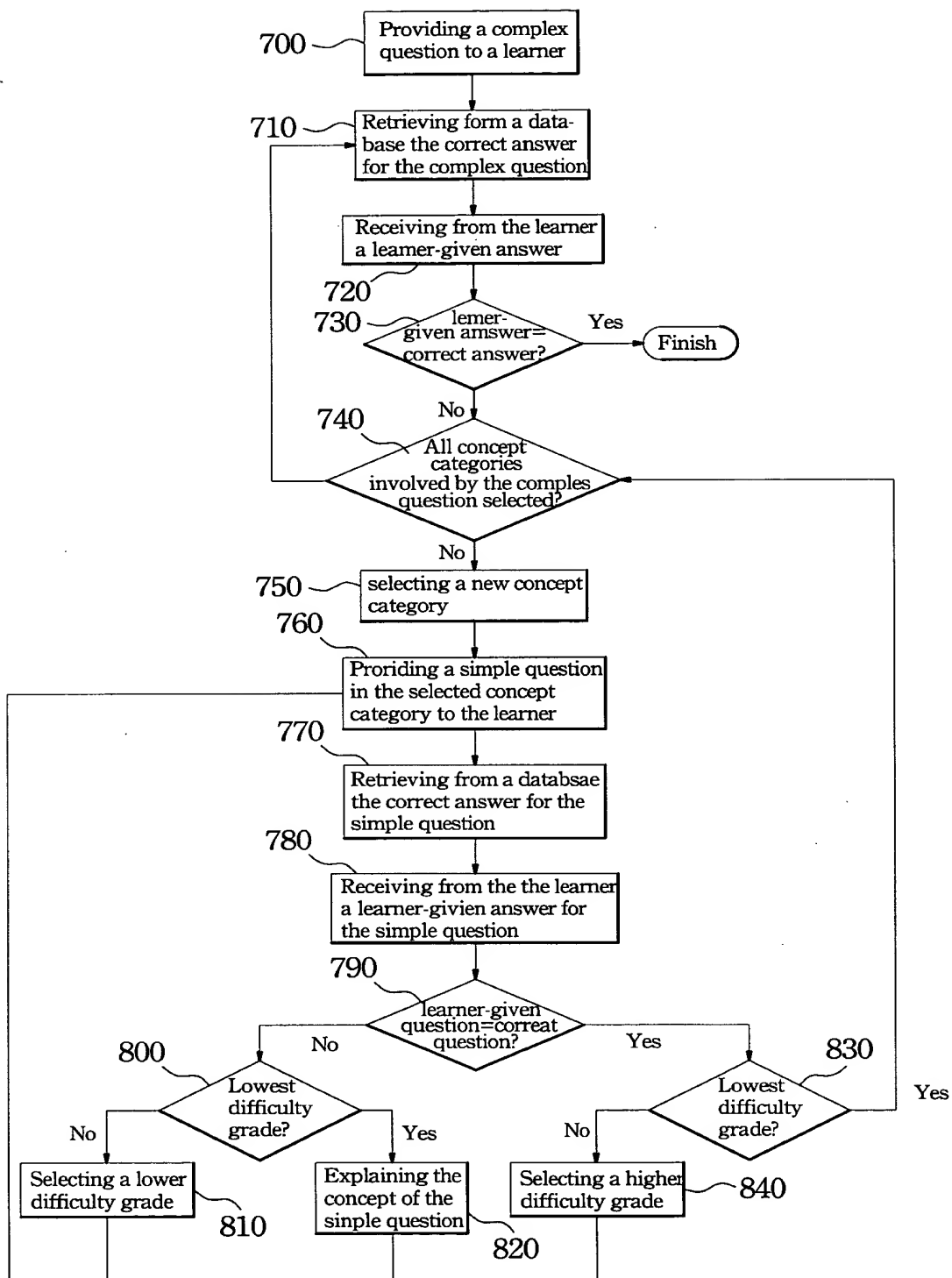


FIG. 13

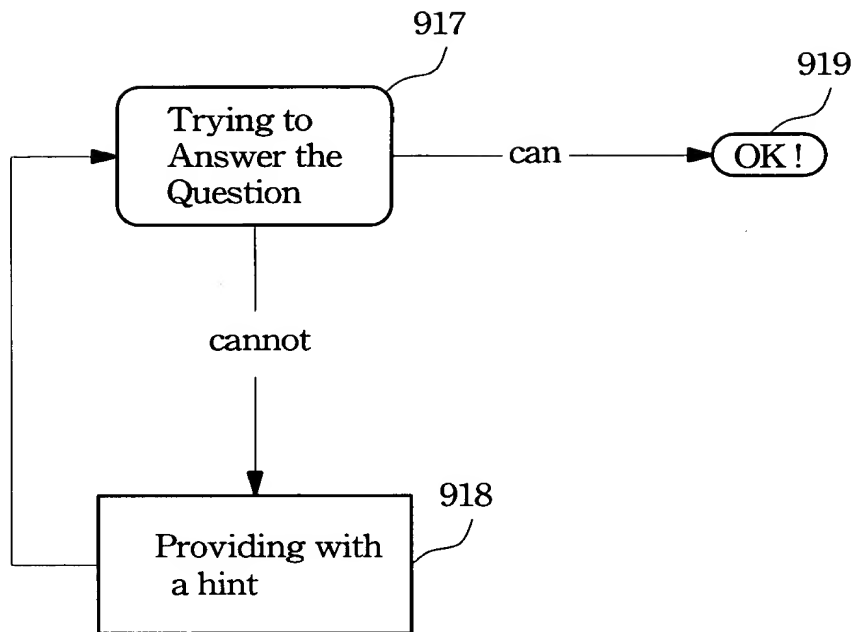


FIG. 14

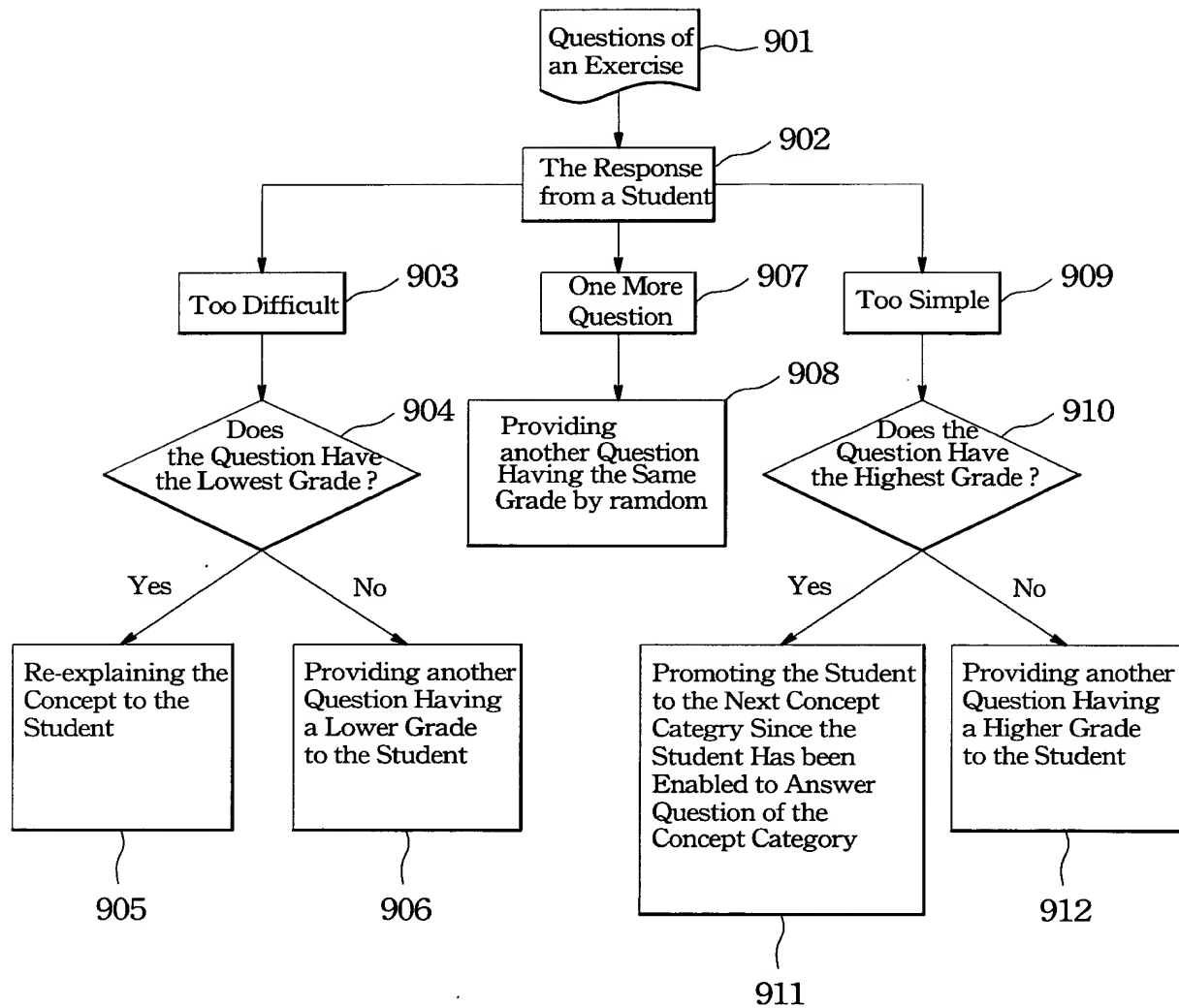


FIG. 15

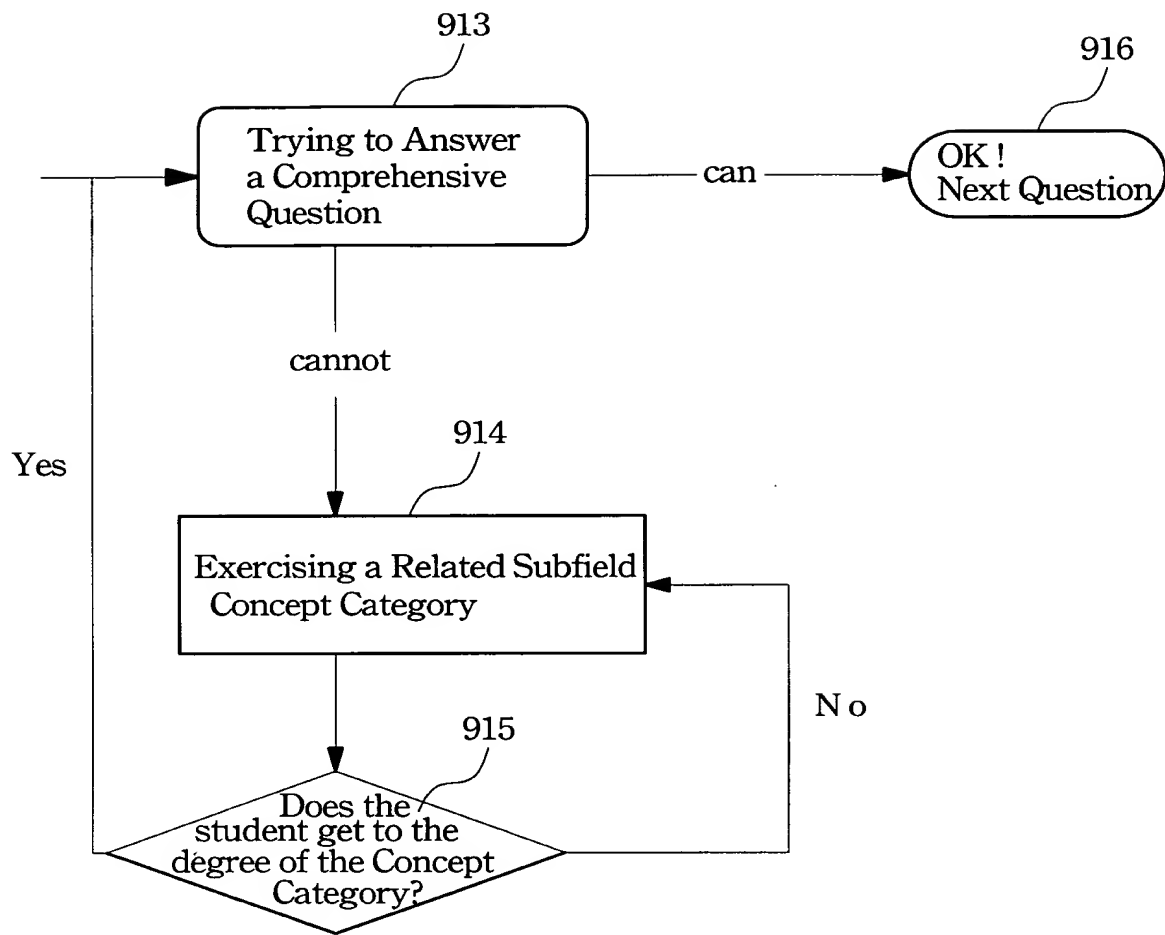


FIG. 16